AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method of managing events in an information technology environment, the method comprising:

receiving an event at a plurality of <u>stateless</u> event servers, every event server being capable of publishing the event for all interested event consumers;

selecting, without regard to an event source for the event and without regard to any event consumer for the event, any one of the plurality of stateless event servers to process the event, <u>wherein every stateless event server does not locally store any state information on a progress of processing the event and any state information is stored in an event data store</u>;

processing the event using the selected one of the plurality of <u>stateless</u> event servers, wherein the processing comprises:

starting a transaction for processing the event;

obtaining event data based on the event;

storing the event data in an event data store;

publishing the event; and

committing the transaction after the event is published.

2. (Original) The method of claim 1, further comprising:

receiving a subscription request for the event from an event consumer; and

processing the subscription request using any one of the plurality of event servers.

3. (Original) The method of claim 1, further comprising:

   receiving the event data at an event consumer; and

   processing the event data using the event consumer.

4. (Original) The method of claim 1, further comprising managing the plurality of event servers based on at least one of availability, scalability, and load balance for the information technology environment.

5. (Original) The method of claim 1, further comprising:

   generating the event at an event source; and

   communicating the event from the event source to the plurality of event servers.

6. (Currently Amended) A method of managing events in an information technology environment, the method comprising:

   receiving an event from an event source;

   selecting, without regard to the event, the event source, and any event consumer for the event, any one of a plurality of stateless event servers to process the event, wherein every stateless event server being capable of processing the event without storing does not locally store any state information on a progress of the processing the event and any state information is stored in an event data store;

   processing the event using the selected one of the plurality of stateless event servers; and

   providing event data for the event to an event consumer.

7. (Original) The method of claim 6, further comprising managing the plurality of stateless event servers based on at least one of availability, scalability, and load balance for the information technology environment.

8. (Original) The method of claim 6, further comprising:

      generating the event using the event source; and

      communicating the event from the event source to the plurality of stateless event servers.

9. (Original) The method of claim 6, further comprising subscribing to the event using the event consumer.

10. (Original) The method of claim 6, wherein the processing step comprises:

      obtaining event data based on the event;

      storing the event data in an event data store; and

      publishing the event.

11. (Original) The method of claim 10, wherein the processing step further comprises:

      starting a transaction for processing the event prior to the storing step; and

      committing the transaction after the publishing step.

12. (Currently Amended) A system for managing events in an information technology environment, the system comprising:

an event data store for storing event data for an event; and

a plurality of stateless event servers, wherein every stateless event server does not locally store any being capable of processing the event without storing state information on a progress of the processing the event and any state information is stored in an event data store, and without regard to the event, event source, and any event consumer for the event, wherein each stateless event server includes:

a subscription system for processing a subscription request for the event;

a communication system for receiving the event; and

a processing system for processing the event, the processing system being capable of providing event data for the event to all interested event consumers.

13. (Original) The system of claim 12, wherein the processing system includes:

a transaction system for managing a transaction within which the event is processed;

a data system for obtaining event data based on the event; and

a publish system for publishing the event.

14. (Original) The system of claim 13, further comprising an event consumer for processing the event data, wherein the communication system further communicates event data to the event consumer.

15. (Original) The system of claim 14, wherein the event data is communicated to the event consumer using Java Message Service Publish/Subcribe (JMS Pub/Sub).

16. (Original) The system of claim 12, further comprising an event source for generating the event.

17. (Original) The system of claim 16, wherein the event is communicated from the event source to the plurality of stateless event servers using a Java Message Service (JMS) queue.

18. (Original) The system of claim 12, wherein at least one of the plurality of stateless event servers comprises a standard Java 2 Platform, Enterprise Edition (J2EE) application executing on a Websphere Application Server.

19. (Currently Amended) A program product stored on a recordable medium for managing events in an information technology environment, which when executed comprises:

program code for receiving an event;

program code for selecting, without regard to the event source and without regard to any event consumer for the event, any one of a plurality of stateless event servers to process the event, every event server being capable of processing the event, wherein every stateless event server does not locally store any state information on a progress of processing the event and any state information is stored in an event data store; and

program code for processing the event using the selected event server, wherein the program code for processing includes:

program code for starting a transaction;

program code for obtaining event data based on the event;

program code for storing the event data in an event data store;

program code for publishing the event; and

program code for committing the transaction after the event is published.

20. (Original) The program product of claim 19, further comprising:

program code for generating the event;

program code for subscribing to the event; and

program code for processing the event data.